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# ***FIRE WHEN READY***

## **RULES SUPPORT PACKAGE**

DATE: 8 APRIL 2014

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### ***Preamble***

The Rules Support package incorporates the following items:

A set of Game Play Templates with Firing Arc Indicators

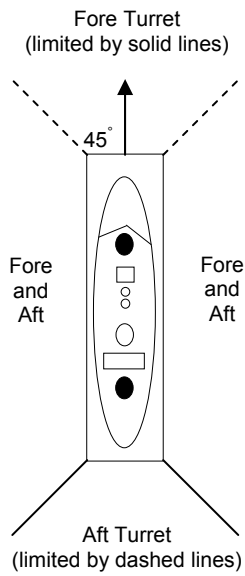
A Set of Ship Record Sheets.

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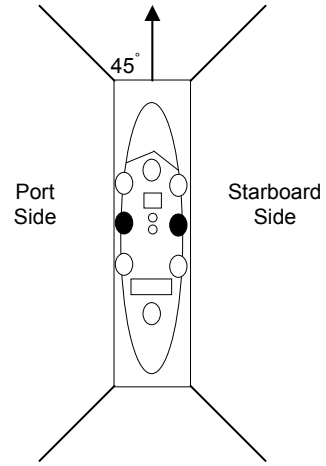
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# ***FIRING ARC INDICATORS***

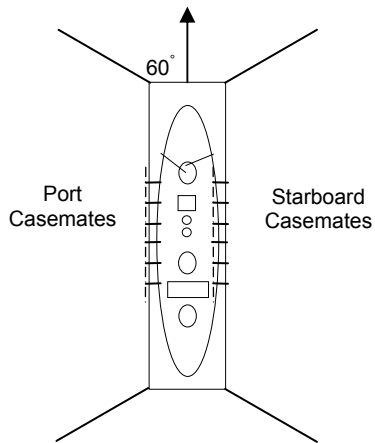
## ***Fore and Aft Turrets***



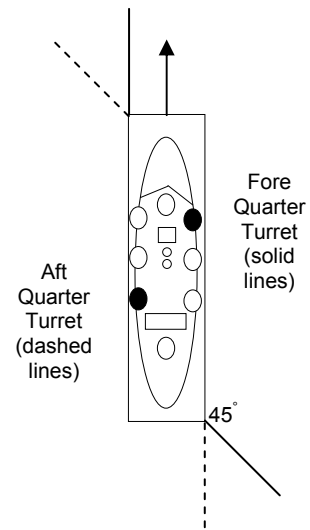
## ***Centreline Turrets***



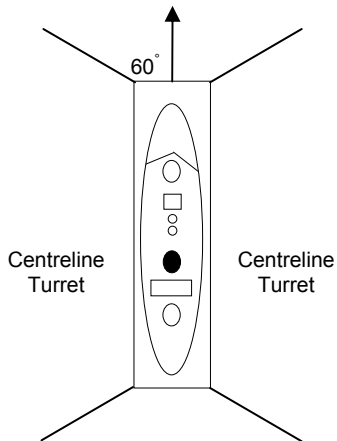
## ***Casemates***



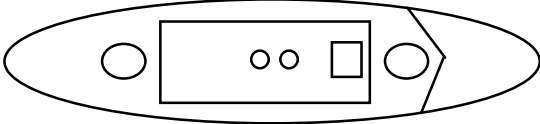
## ***Quarter Turrets***



## ***Centreline Turrets***



# SHIP RECORD SHEETS

<b>Ship name:</b>						Command:	Crew:	Target Size:
Belt:	Barbette:	Turret:	C. Tower:	Battery:	Vitals:	ADV:	BDV:	
						1/3:	1/3:	
Rangefinders: (When all lost gunnery is at -2)						Speed:	Turn Angle:	
<b>Armament</b>						<b>Special Damage:</b>		
Gun	Arcs	Class	Penetration	Sp. Ammo	Fires:	Raging Fires:	Floods:	
					Helmsman Hit:			
					Conning Tower Hit:			
					Rudder Jammed:			
					Other Special Hits:			
QF/SL:		P:		S:				
Torpedoes:		Type:		Range:				
		P:	S:	F:	A:			
Notes:								

<b>Ship name:</b>						Command:	Crew:	Target Size:
Belt:	Barbette:	Turret:	C. Tower:	Battery:	Vitals:	ADV:	BDV:	
						1/3:	1/3:	
Rangefinders: (When all lost gunnery is at -2)						Speed:	Turn Angle:	
<b>Armament</b>						<b>Special Damage:</b>		
Gun	Arcs	Class	Penetration	Sp. Ammo	Fires:	Raging Fires:	Floods:	
					Helmsman Hit:			
					Conning Tower Hit:			
					Rudder Jammed:			
					Other Special Hits:			
QF/SL:		P:		S:				
Torpedoes:		Type:		Range:				
		P:	S:	F:	A:			
Notes:						